

BOUNCE-OFF BLOW-OUT!™ GAME

CONTAINS:

- 32 Balls (8 Green, 8 Yellow, 8 Blue, 8 Red)
- 8 Ball Holders
- 3 Double-sided Game Mats
- 1 Game Frame Mat
- 1 30-second Sand Timer
- 1 Game Tray

Ages
7+

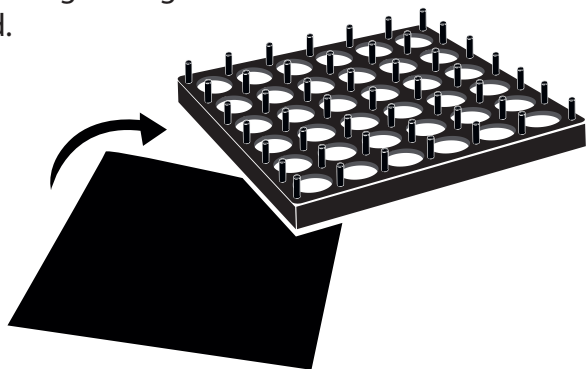


GENERAL INFORMATION:

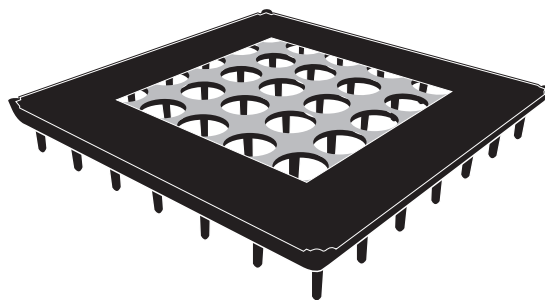
WARNING:

CHOKING HAZARD - Toy contains small balls. Not for children under 3 years.

Six of the games use the double-sided game mats. These mats fit UNDER the game tray. Choose which game you want to play and make sure that's the side showing through the grid.

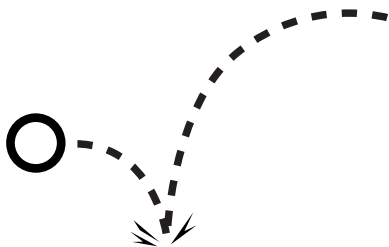


The Stacked frame mat fits onto the bottom of the game tray. Turn the game tray OVER and fit the frame into it.



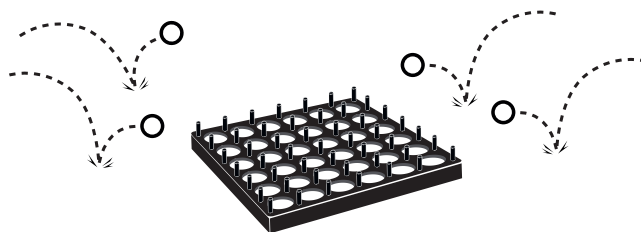
WHEN BOUNCING:

The ball must bounce at least once before it goes into the tray.



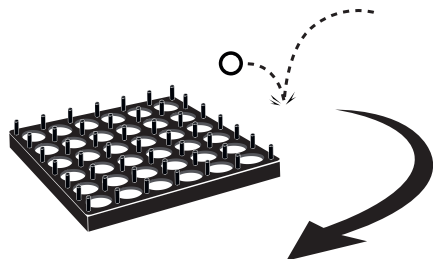
ALL PLAY:

All players bounce at the same time.



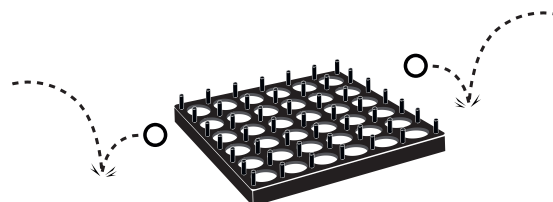
ONE BOUNCE:

Take turns. Each player bounces in one ball at a time on their turn. Play is clockwise.

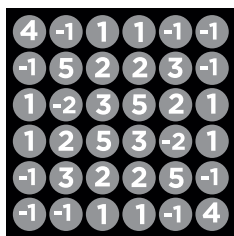


TEAM:

Players across from each other combine their scores or efforts.



- ONE BOUNCE
- USE ALL BALLS



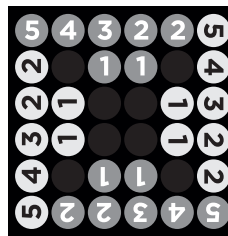
On your turn, bounce your ball into the tray. If you miss the tray or bounce out of the tray, your turn is over.

When all of everyone's balls have been bounced into the tray, add up the numbers that are under each of your balls. Remember to delete points as indicated by the minus sign (-).

Highest score wins!

TIMER: alternatively, use the timer to see how high you can score in 30 seconds. When time is out, play goes to the next player.

- TEAM
- TIMER
- USE 7 BALLS



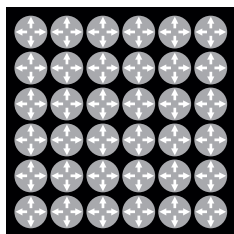
Each player on a team bounces their balls into the corresponding colored spots on the grid OPPOSITE to them (not the closest rows). Using the timer, players have 30 seconds to bounce all of their balls into the grid. Players may remove balls and re-bounce to try to get higher numbers.

The players on each team go one after another and add their score together before the next team completes their bounces.

The team with the highest score wins!

BALL TO BALL

- ONE BOUNCE
- USE 2 BALLS



Working with only 2 of your balls, bounce your way across the grid beginning with the row closest to you and ending in the row farther away from you.

You must bounce one ball into each row across. You must land in one row after another.

After you've landed one ball, bounce the next ball in. For example, you land Ball A then you land Ball B. Now pick up Ball A and keep bouncing forward one row at a time.

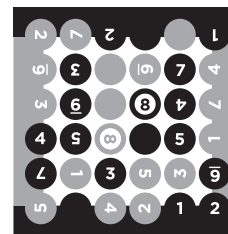
If you do not land your ball, remove that ball and leave the other ball in the tray. This will be your starting point on your next turn.

The first player to get their balls across the tray is the winner!

TIMER: alternatively, use the timer to see how far you can get in 30 seconds. When time is out, play goes to the next player.

BOUNCE BY NUMBERS

- TEAM
- ALL PLAY
- USE 4 BALLS



Choose the team color and divide that color of balls in half, 4 to one member, 4 to the other.

Both teams play at the same time.

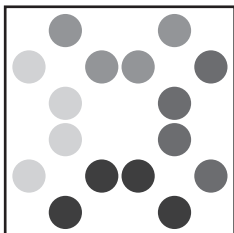
Teams have to bounce their balls into the tray matching the numerical order of their colors on the game mat. This is a relay so team members may not bounce into the next number until their team member has bounced into the number before it.

For example, Blue Team member A lands their 1, now Blue Team Member B has to land their 2 then back to Blue Team Member A to land their 3.

The first team to bounce into their 8 wins!

ALL BALLS

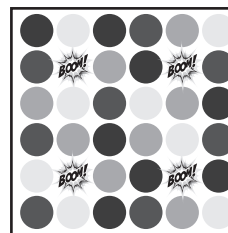
- ALL PLAY
- ONE BOUNCE
- USE 4 BALLS



All players bounce their balls at the same time into THEIR COLOR spaces on the game mat. The first player to land all 4 balls wins!

BOOM

- ONE BOUNCE
- USE 6 BALLS



On their turn, each player bounces a ball into their corresponding color on the game mat. If you land in your own space, leave the ball where it is and take another turn. If you land in an opponent's color, take your ball back and your turn is over. Your turn is also over if you don't make a bounce into the tray.

If you land in a BOOM space, your ball gets to stay where it is. HOWEVER, remove any balls in the spaces IMMEDIATELY adjacent to the BOOM space, including your own, and return them to their players.

The first player to bounce in all of their balls wins!

STACKED

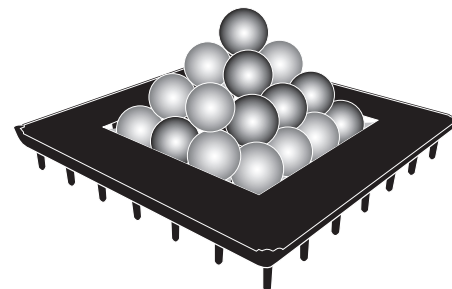
- TEAM
- ONE BOUNCE
- USE 8 BALLS



On their turn, each team member bounces one of their balls into the tray to build a 3-layer pyramid.

If your ball doesn't land in the tray, your turn is over.

When the pyramid is built, the team with the fewest balls left wins!



DHN34-0920G1
1100592022-DOM

CONSUMER INFORMATION

Visit service.mattel.com or call 1-800-524-8697
(US and Canada only).

SERVICE.MATTEL.COM

